

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A method comprising:
processing a request to create a virtual reality scene, wherein the scene is to be able to be translated and rotated;
processing a request to add at least two media objects to the virtual reality scene, said processing including associating each media object with a series of views of the object from various orientations and locations in three dimensional space;
preparing a translation vector and a rotation matrix for each of the media objects to define an orientation and a location of each of the media objects in the scene; and
displaying the scene.
2. (Original) The method of claim 1 further comprising:
receiving a request to manipulate the scene.
3. (Original) The method of claim 2 further comprising:
updating the translation vector and rotation matrix for each of the media objects responsive to receiving the request to manipulate the scene.
4. (Original) The method of claim 2 wherein the request to manipulate is received from an application program.
5. (Original) The method of claim 2 wherein the request to manipulate originates from a user.
6. (Original) The method of claim 2 wherein the request to manipulate is one of a pan request, a zoom request, and a tilt request.
7. (Original) The method of claim 2 further comprising:
calling one or more library functions of a plurality of library functions to manipulate the media objects.

8. (Previously Presented) The method of claim 7 wherein the library functions are included in an operating system enhancement application program interface.
9. (Cancelled)
10. (Original) The method of claim 1 further comprising:
receiving a selection of a first media object of the media objects within the scene.
11. (Original) The method of claim 10 further comprising:
receiving a request to manipulate the first media object.
12. (Original) The method of claim 11 further comprising:
updating the translation vector and rotation matrix for the first media object responsive to receiving the request to manipulate the first media object.
13. (Original) The method of claim 11 wherein the request to manipulate originates from a user.
14. (Original) The method of claim 11 wherein the request to manipulate is one of a pan request, a zoom request, and a tilt request.
15. (Original) The method of claim 11 further comprising:
calling one or more library functions of a plurality of library functions to manipulate the media objects.
16. (Previously Presented) The method of claim 15 wherein the library functions are included in an operating system enhancement application program interface.
17. (Cancelled)

18. (Original) The method of claim 1 wherein each media object further comprises:
a soundtrack associated with each media object such that the soundtrack is to be played when the media object is selected by a user.
19. (Original) The method of claim 18 wherein the soundtrack is to be played responsively to movement of the associated media object.
20. (Original) The method of claim 1 further comprising:
receiving a designation of a soundtrack to be played in conjunction with the displaying of the scene.
21. (Original) The method of claim 20 wherein the soundtrack is played by calling one or more library functions of a plurality of library functions.
22. (Original) The method of claim 1 wherein displaying comprises:
calling one or more library functions of a plurality of library functions to display the media objects.
23. (Previously Presented) A method of providing an application program interface comprising:
providing a first function to allow an application program to create a virtual reality scene, wherein the scene is to be able to be translated and rotated;
providing a second function to allow the application program to add at least two media objects to the scene and to associate each media object with a series of views of the object from various orientations and locations in three dimensional space; and
preparing a translation vector and a rotation matrix for each of the media objects to define an orientation and a location of each of the media objects in the scene upon receipt of a request to execute the second function.
24. (Original) The method of claim 23 further comprising:

providing a third function to display the scene and the media objects in the scene; and displaying the scene responsive to receiving a request to execute the third function.

25. (Original) The method of claim 24 further comprising:
receiving a request from a user to manipulate the scene.
26. (Original) The method of claim 25 further comprising:
updating the translation vector and rotation matrix for each of the media objects responsive to receiving the request to manipulate the scene.
27. (Original) The method of claim 25 wherein the request to manipulate is one of a pan request, a zoom request, and a tilt request.
28. (Original) The method of claim 25 further comprising:
calling one or more library functions of a plurality of library functions to manipulate the media objects.
29. (Previously Presented) The method of claim 28 wherein the library functions are included in an operating system enhancement application program interface.
30. (Previously Presented) A system comprising:
means for processing a request to create a virtual reality scene, wherein the scene is to be able to be translated and rotated;
means for processing a request to add at least two media objects to the scene, said processing including associating each media object with a series of views of the object from various orientations and locations in three dimensional space;
means for preparing a translation vector and a rotation matrix for each of the media objects to define an orientation and a location of each of the media objects in the scene; and
means for displaying the scene.

31. (Original) The system of claim 30 further comprising:
means for receiving from a user a request to manipulate the scene.
32. (Previously Presented) The system of claim 31 further comprising:
means for updating the translation vector and rotation matrix for each of the media
objects responsive to the means for receiving from the user the request to manipulate the scene.
33. (Original) The system of claim 31 wherein the request to manipulate is one of a pan
request, a zoom request, and a tilt request, and the system further comprises:
means for panning;
means for zooming; and
means for tilting.
34. (Original) The system of claim 31 further comprising:
means for calling one or more library functions of a plurality of library functions to
manipulate the media objects.
35. (Previously Presented) The system of claim 34 wherein the library functions are included
in an operating system enhancement application program interface.
36. (Cancelled)
37. (Original) The system of claim 30 wherein each media object further comprises:
a soundtrack associated with each media object such that the soundtrack is to be played
when the media object is selected by a user.
38. (Previously Presented) The system of claim 37 further comprising:
means for playing the soundtrack responsively to movement of the associated media
object.

39. (Original) The system of claim 30 further comprising:
means for receiving a designation of a soundtrack to be played in conjunction with the displaying of the scene.
40. (Original) The system of claim 39 further comprising:
means for calling one or more library functions of a plurality of library functions to play the soundtrack.
41. (Original) The system of claim 30 wherein displaying comprises:
means for calling one or more library functions of a plurality of library functions to display the media objects.
42. (Previously Presented) A machine readable medium storing instructions which when executed by a processor cause the processor to perform operations comprising:
processing a request to create a virtual reality scene, wherein the scene is to be able to be translated and rotated;
processing a request to add at least two media objects to the scene, said processing including associating each media object with a series of views of the object from various orientations and locations in three dimensional space;
preparing a translation vector and a rotation matrix for each of the media objects to define an orientation and a location of each of the media objects in the scene; and
displaying the scene.
43. (Previously Presented) The machine readable medium of claim 42 storing further instructions which when executed cause the processor to perform operations further comprising:
receiving from a user a request to manipulate the scene.
44. (Previously Presented) The machine readable medium of claim 43 storing further instructions which when executed cause the processor to perform operations further comprising:
updating the translation vector and rotation matrix for each of the media objects responsive to receiving the request to manipulate the scene.

45. (Original) The machine readable medium of claim 43 wherein the request to manipulate is one of a pan request, a zoom request, and a tilt request.
46. (Previously Presented) The machine readable medium of claim 43 storing further instructions which when executed cause the processor to perform operations further comprising:
calling one or more library functions of a plurality of library functions to manipulate the media objects.
47. (Previously Presented) The machine readable medium of claim 46 wherein the library functions are included in an operating system enhancement application program interface.
48. (Original) The machine readable medium of claim 42 wherein each media object further comprises:
a soundtrack associated with each media object such that the soundtrack is to be played when the media object is selected by a user.
49. (Original) The machine readable medium of claim 48 wherein the soundtrack is to be played responsively to movement of the associated media object.
50. (Previously Presented) The machine readable medium of claim 42 storing further instructions which when executed cause the processor to perform operations further comprising:
receiving a designation of a soundtrack to be played in conjunction with the displaying of the scene.
51. (Previously Presented) The machine readable medium of claim 50 wherein the soundtrack is to be played by calling one or more library functions of a plurality of library functions.
52. (Original) The machine readable medium of claim 42 wherein the displaying comprises:
calling one or more library functions of a plurality of library functions to display the media objects.

53. (Previously Presented) A machine readable medium storing instructions which when executed by a processor cause the processor to perform operations comprising:
- providing an application program interface comprising:
 - providing a first function to allow the application program to create a virtual reality scene, wherein the scene is able to be translated and rotated;
 - providing a second function to allow the application program to add at least two media objects to the scene and to associate each media object with a series of views of the object from various orientations and locations in three dimensional space; and
 - preparing a translation vector and a rotation matrix for each of the media objects to define an orientation and a location of each of the media objects in the scene upon receipt of a request to execute the second function.
54. (Previously Presented) The machine readable medium of claim 53 storing further instructions which when executed cause the processor to perform operations further comprising:
- providing a third function to display the scene and the media objects in the scene; and
 - displaying the scene responsive to receiving a request to execute the third function.
55. (Previously Presented) The machine readable medium of claim 54 storing further instructions which when executed cause the processor to perform operations further comprising:
- receiving a request from a user to manipulate the scene.
56. (Previously Presented) The machine readable medium of claim 55 storing further instructions which when executed cause the processor to perform operations further comprising:
- updating the translation vector and rotation matrix for each of the media objects responsive to receiving the request to manipulate the scene.
57. (Original) The machine readable medium of claim 55 wherein the request to manipulate is one of a pan request, a zoom request, and a tilt request.
58. (Previously Presented) The machine readable medium of claim 55 storing further instructions which when executed cause the processor to perform operations further comprising:

calling one or more library functions of a plurality of library functions to manipulate the media objects.

59. (Previously Presented) The machine readable medium of claim 58 wherein the library functions are included in an operating system enhancement application program interface.

60. (Cancelled)

61. (Previously Presented) The machine readable medium of claim 53 wherein the series of views is captured by a camera rotated about a subject of the media object.

62. (Previously Presented) The machine readable medium of claim 53 wherein the series of views is captured by a camera directed at a rotated subject of the media object.

63. (Previously Presented) The machine readable medium of claim 53 wherein the series of views is determined algorithmically when the media object is added to the virtual reality scene.

64. (Previously Presented) The machine readable medium of claim 55 wherein the operations further comprise, in response to a request to navigate within the virtual reality scene, replacing a displayed view of the media object in the scene with a different view in the series of views based on the translation vector and rotation matrix to reorient and relocate the object to match the navigation.